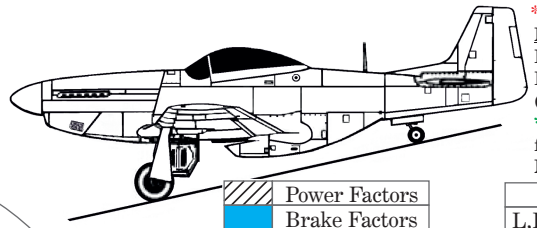
P-51D

North American P-51D "Mustang IV". Day Fighter.
P.V.: 21. Engine Type: I. Producer: U.S.A.
Used from April. '44. 7956 D-series built. Loaded: Can carry up to 2 bombs. Note: No outside loop allowed. Note: No two consecutive inverted Game-Turns allowed. Note: (x)/[4] Maneuver Requirement values apply to Bank/H-Roll/V. Dive only.



***H-Loop: +.8 to GREEN Maneuver Sp. black Max. Dive value, Level Sp.; +1.6. Both +.2 per 5.0. (No Dive Sp. Value*)**
***Diving H-Loop not allowed from a Current Sp. above Max. Level Sp..**

Half Loop*	P	-3
L,R/LB V. Dive	P	1hx
Slip/Turn (Turn -1*)	+1	-S
Bank/H-Roll	+1	+0

Loaded / Inverted

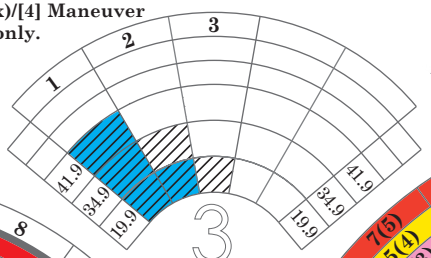
***Turn -1: Applies to Maneuver Sp. LEFT Turn only.**

***Turn -1: Applies to Level Sp. RIGHT Turn.**

Stall Speed	
Maneuver Sp.	
Level Speed	
Dive Speed	
Loaded (Opt.)	-1
Stall Speed	+1
Both above	9.9.

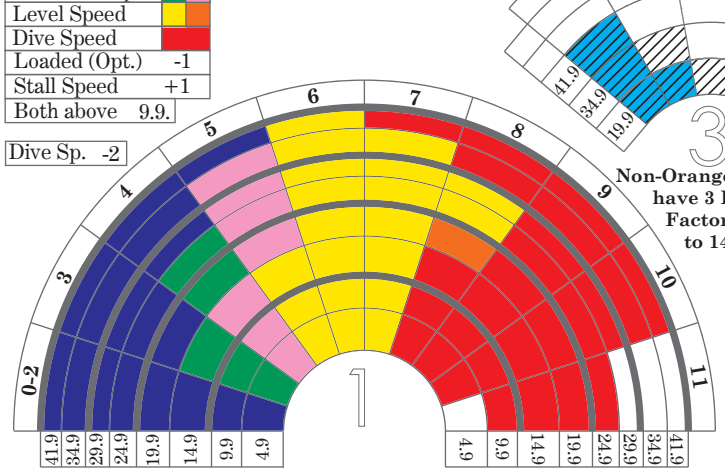
Dive Sp. -2

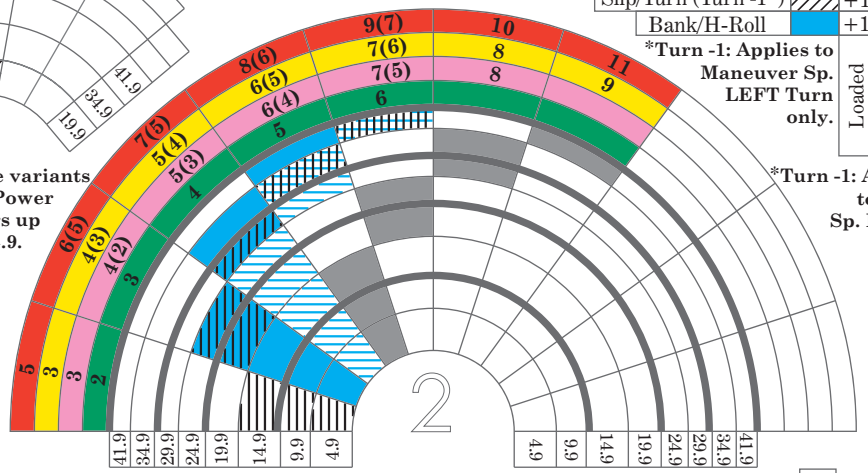
Speed Change



Power Factors
Brake Factors

Non-Orange variants have 3 Power Factors up to 14.9.

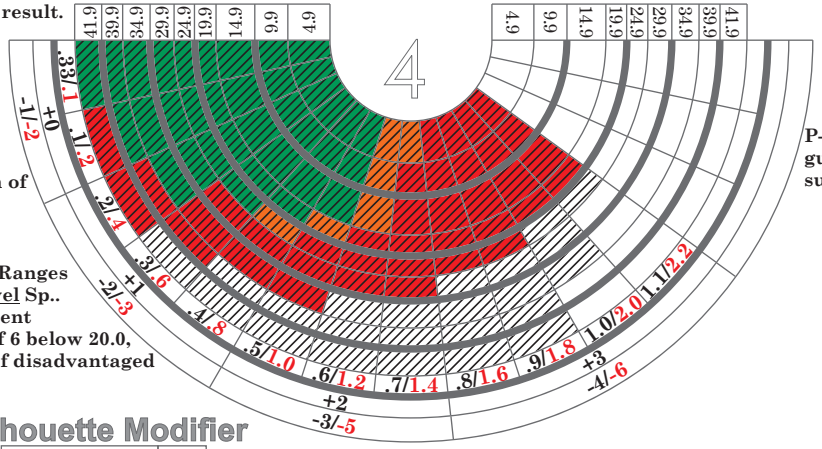




Speed Increments

Special Note: Right Bank (RB) Max. Climb is -50% (rule #9) MINUS .1 to normal result.

Altitude Change



Maneuverability Requirements

		Loaded
Dive Acceler.	+1	
Climb Deceler.	-1	
Max. Dive		-.4
Dive Sp. Climb		-.3
Max. Climb		-.2

P-51 guns may fire in a Slip or Turn, but one outside gun is destroyed for each Turn, and one inside gun survives in a Slip, if roll result above 4.

W	5			Cn	_	Mg	7
F	5	5		L	3	G: 8	
C	3			C	_		
E	2	E	_	E	_	E	_
G	2M|2M|2G|			2G|2M|2M			
	(4)|(4)|(4)|			(4)|(4)|(4)			
	FF FF			FF FF			

Variants

Note: Above Resulting Sp. of 8, reduce all Gun Ranges to (3) with tailfin extension.

Cannot use ORANGE values before August 1944: 72-80 inches MAP (Iwo Jima or 8th AF UK bases only).

Note: ORANGE Sp. Points are an extension of Max. Level Sp., but Maneuverability Requirements remain as if in Dive Sp..

P-51D-5 (no fin extension): 1-Reduces Gun Ranges to (3) above Maneuver Sp., to (2) above Level Sp.. May create, with a Bank Maneuver, a Current Game-Turn "Instant Stall" below a Speed of 6 below 20.0, or below a Speed of 7 above 19.9, but only if disadvantaged and if without tailfin extension.

Note: If two 2M/2G(4) wing guns are destroyed on one side, firing the others beyond a range of 2 hexes makes the Total Gun Factor value equal to the number of available guns. (ie; 4 guns = 4 Gun Factors.)

Silhouette Modifier

Silhouette	+2